

AMENDMENTS TO THE CLAIMS

1 (original). A method of playing a game of electronic bingo, the method comprising the steps of:

- (a) defining a set of bingo balls;
- (b) providing a central computer, said central computer being programmed to randomly draw bingo balls from the defined set of bingo balls;
- (c) providing a plurality of gaming terminals, said gaming terminals operatively coupled to said central computer to communicate the bingo balls drawn by the central computer;
- (d) enrolling a plurality of players, each player enrolling by placing a wager at his gaming terminal, the step of enrolling each player further comprising displaying a bingo card on each player's gaming terminal, each of said bingo cards comprising a matrix, each matrix having a plurality of randomly arranged indicia, each indicia corresponding to at least one of the bingo balls in the defined set of bingo balls;
- (e) allotting each player a defined number of selectively activated daubs;
- (f) randomly drawing a first group of bingo balls from the set of bingo balls;
- (g) displaying said first group of bingo balls on each gaming terminal;

- (h) determining for each gaming terminal any matches between the indicia of each bingo card on said terminals and the first group of bingo balls drawn;
- (i) allowing each player to individually select for daubing a number of the matching indicia from the first draw, the number of matching indicia the player is allowed to select being any number at the player's option between zero and all of the defined number of selectively activated daubs, where the decision to select or not select a matching indicia is a strategic decision.

2 (original). The method of claim 1, further comprising the steps of:

- (j) to the extent any player has used less than all of his defined number of selectively activated daubs on the matching indicia resulting from the first group of bingo balls drawn, drawing an additional bingo ball and automatically daubing the matching indicia on the bingo card of each such player that has at least one remaining selectively activated daub;
- (k) repeating step (j) until each player has used all of his defined number of selectively activated daubs;
- (l) checking the bingo cards of each player to determine if the matching indicia that have been daubed on each card completes at least one of a defined first set of bingo patterns;

(m) paying each player who has completed a defined bingo pattern using his allotted number of selectively activated daubs a defined payout.

3 (original). The method of claim 2, further comprising the steps of:

- (n) defining a second set of bingo patterns as a game-ending patterns;
- (o) to the extent no player has yet completed a game-ending pattern, drawing additional bingo balls and daubing the matching indicia on each player's bingo card until at least one player has completed a game-ending pattern;
- (p) paying the first player who has completed a defined game-ending pattern a defined payout.

4 (original). The method of claim 3, wherein at least one of the game-ending patterns is different than any of the bingo patterns defined by the first set of bingo patterns.

5 (original). The method of claim 3, wherein all of the game-ending patterns are included in the first set of bingo patterns.

6 (original). The method of claim 3, wherein at least one of the game-ending patterns is included in the first set of bingo patterns.

7 (original). The method of claim 3, wherein prior to the first bingo ball being drawn, the expected value associated with the first set of bingo patterns is greater than the expected value associated with the set of game-ending patterns.

8 (original). The method of claim 0, wherein the ratio of the expected value associated with the first set of bingo patterns to the expected value associated with the set of game-ending patterns is greater than 16:1.

9 (original). The method of claim 0, wherein the ratio of the expected value associated with the first set of bingo patterns to the expected value associated with the set of game-ending patterns is greater than 32:1.

10 (original). The method of claim 0, wherein the ratio of the expected value associated with the first set of bingo patterns to the expected value associated with the set of game-ending patterns is greater than 100:1.

11 (original). The method of claim 3, wherein the number of balls drawn in the first group of balls drawn is greater than or equal to the defined number of selectively activated daubs.

12 (original). The method of claim 0, wherein a set of auxiliary symbols is defined and an auxiliary symbol is associated with each matching indicia; the auxiliary symbols carrying information thereon and being displayed on each player's game

terminal such that a player can evaluate his progress toward completing at least one of the defined bingo patterns.

13 (original). The method of claim 0, wherein a standard deck of playing cards is used as the auxiliary symbols; each matrix is at least 4X13 in size, with each row of the matrix associated with a suit of playing cards and each column of the matrix is incrementally associated with a rank of playing cards, such that each cell of the matrix is associated with exactly one playing card; the set of bingo balls is 52 in number; the first group of bingo balls drawn is 5 in number and each player is allotted 5 selectively activated daubs.

14 (original). The method of claim 0, wherein a plurality of the defined bingo patterns and the playing cards associated with each such pattern form a poker hand of a standard ranking.

15 (original). The method of claim 0, wherein the ratio of the expected value associated with the first set of bingo patterns to the expected value associated with the set of game-ending patterns is greater than 16:1.

16 (currently amended). A method of playing a game of electronic bingo, the method comprising the steps of:

- (a) defining a set of at least 52 bingo balls;
- (b) providing a central computer, said central computer being programmed to randomly draw bingo balls from the defined set of bingo balls;

- (c) providing a plurality of gaming terminals, said gaming terminals operatively coupled to said central computer to communicate the bingo balls drawn by the network computer;
- (d) enrolling a plurality of players, each player enrolling by placing a wager at his gaming terminal;
- (e) upon enrolling, the gaming terminal displays a bingo card, said bingo card comprising a matrix which is at least 4X13 in size, having a plurality of randomly arranged indicia [, each indicia] corresponding to [at least one of] the bingo balls in the defined set of bingo balls;
- (f) assigning a set of auxiliary symbols corresponding to each position within at least a [on the] 4X13 portion of the matrix wherein a standard deck of playing cards is used as the auxiliary symbols;
- (g) allotting each player at least five selectively activated daubs;
- (h) randomly drawing a first group of at least 5 bingo balls from the set of bingo balls;
- (i) displaying said first group of bingo balls on each gaming terminal;
- (j) determining for each gaming terminal any matches between the indicia of each bingo card on said terminals and the first group of bingo balls drawn; and
- (k) allowing each player to individually select for daubing a number of the matching indicia in the at

least 4X13 portion of the matrix from the first draw, the number of matching indicia the player is allowed to select being any number at the player's option between zero and all of the defined number of selectively activated daubs, where the decision to select or not select a matching indicia is a strategic decision.

17 (original). The method of claim 16, further comprising the steps of:

- (l) to the extent any player has used less than all of his defined number of selectively activated daubs on the matching indicia resulting from the first group of bingo balls drawn, drawing an additional bingo ball and automatically daubing the matching indicia on the bingo card of each such player that has at least one remaining selectively activated daub;
- (m) repeating step (l) until each player has used all of his defined number of selectively activated daubs;
- (n) checking the bingo cards of each player to determine if the matching indicia that have been daubed on each card completes at least one of a defined first set of bingo patterns; and
- (o) paying each player who has completed a defined bingo pattern using his allotted number of selectively activated daubs a defined payout.

18 (original). The method of claim 17, further comprising the steps

of:

- (p) defining a second set of bingo patterns as a game-ending patterns;
- (q) to the extent no player has yet completed a game-ending pattern, drawing additional bingo balls and daubing the matching indicia on each player's bingo card until at least one player has completed a game-ending pattern; and
- (r) paying the first player who has completed a defined game-ending pattern a defined payout.

19 (original) The method of claim 18, wherein prior to the first bingo ball being drawn, the expected value associated with the first set of bingo patterns is greater than the expected value associated with the set of game-ending patterns.

20 (original) The method of claim 19, wherein the ratio of the expected value associated with the first set of bingo patterns to the expected value associated with the set of game-ending patterns is greater than 16:1.

COMMENTS

Applicant has amended Claim 16 to more particularly point out and distinctly claim what Applicant regards as the invention.

Also submitted herewith are formal drawings to replace the informal drawings submitted when the application was filed.

An action on the merits of this application is respectfully requested.

Respectfully submitted,


JOHN EDWARD ROETHEL
Attorney for Applicant
Registration No. 28,372

2290 South Jones Blvd., #100
Las Vegas, Nevada 89146
Phone: (702) 364-1190